

IV. AMENDMENTS TO THE CLAIMS

1. (Previously Presented) A gaming machine comprising:
a game result display device for displaying a game result thereon; and
a beneficial state generating device for generating a beneficial state for a player
when a predetermined game result is displayed on the game result display device;
wherein the game result display device includes a first display device and a
second display device arranged in front out a display area of the first display device
when seen from a front side of the gaming machine,
wherein the first display device includes a plurality of symbol display parts
capable of variably displaying one or more symbols and conducting stop display thereof
and an illumination device for illuminating the symbol display parts,
wherein the second display device has symbol display areas corresponding to
the symbol display parts through which the symbols displayed on the first display device
are transmittably displayed and window frame display areas are formed around the
symbol display areas in the second display device, and
wherein when display mode of the window frame display area is changed, the
illumination device is adapted not to illuminate the symbol corresponding to the symbol
display area and a light transmittance rate of the symbol display area is made low.

2. (Canceled)

3. (Canceled)

4. (Previously Presented) The gaming machine according to claim 1, wherein
the display mode of the window frame display area is changed substantially at the same
time that the stop display of the symbol is conducted.

5. (Previously Presented) The gaming machine according to claim 1, further
comprising:

an internal winning combination determination device for determining an internal winning combination;

wherein the display mode of the window frame display area is changed when the internal winning combination determination device determines a predetermined combination as the internal winning combination.

6. (Currently Amended) A gaming machine comprising:

a game result display device for displaying a game result thereon; and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine,

wherein the first display device includes ~~a plurality of~~ at least one symbol display ~~parts-part~~ capable of variably displaying one or more symbols and conducting stop display thereof,

wherein the second display device has at least one symbol display ~~areas-area~~ corresponding to the at least one symbol display ~~parts-part~~ through which the symbols displayed on the first display device are transmittably displayed and at least one window frame display ~~areas-are~~ area formed around the at least one symbol display ~~areas-area~~ in the second display device,-and

~~wherein when display mode of the window frame display area is changed, a moving object starts to move along the window frame display area and a light transmittance rate of the symbol display area is made low~~

wherein the at least one window frame display area has a first display mode and a second display mode visually different from the first display mode and

wherein the at least one window frame area changes from the first display mode to the second display mode when the beneficial state generating device generates the beneficial state for the player, the first display mode depicted only as a frame structure

and the second display mode being a moving image superimposed on and moving along the frame structure.

7. (Canceled)